BORANG PENGESAHAN STATUS TESIS*

JUDUL: MOBILE MALAYSIAN HISTORY NOTES USING MENTAL STORY: *"Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu"*

SESI PENGAJIAN: 2 - 2008/2009

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MOBILE MALAYSIAN HISTORY NOTES USING MENTAL STORY: *"Malayan Union Kepada Pembentukan PersekutuanTanah Melayu"*

HASSYURA BINTI HARUN

This report is submitted in partial fulfilment of the requirements for the Bachelor of Computer Science (Interactive Media)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2008

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DECLARATION

I hereby declare that this project report entitled

MOBILE MALAYSIAN HISTORY NOTES USING MENTAL STORY:
"Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu"

is written by me and is my own effort and that no part has been plagiarized

without citations.

STUDENT : _____ Date: 23/06/08

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SUPERVISOR : _____ Date: 23/06/08

(DR. SAZILAH BINTI SALAM)

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DEDICATION

I dedicate this thesis to my parents. Without their patience, understanding, support and most of love, the completion of this work would not have been possible. Special thanks also to all that also contributed for complete the thesis.

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Thank you.

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ABSTRACT

MOBILE MALAYSIAN HISTORY NOTES USING MENTAL STORY: "Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu" is a leaning application using mobile devices. This courseware is developed to let the time constraint user to learn with the easiest way for sitting "*Peperiksaan Am Pelajaran Malaysia*" purposes. "*Peperiksaan Am Pelajaran Malaysia*" is one of the examination that must be taken by all the government staffs. *MOBILE MALAYSIAN HISTORY NOTES USING MENTAL STORY: "Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu"* is comprises of five modules which are "Malayan Union", "*Kronologi Peristiwa*", "*Ciri-ciri Pembentukan Persekutuan Tanah Melayu*", "*Struktur Pentadbiran Persekutuan Tanah Melayu*" and quiz. In the first and second modules, there are related notes about development of Federation of Tanah Melayu that are conveys through graphics, text and audio according to the real story lines. In the second modules, the user can get the information by only rollover the button on the display screen. In the last module, the user can try to answer the questions via the quiz provided to test their understanding. ASSURE Model is used while developing this application successfully. The software requirement include the Adobe Flash CS3 as the development's tools, while the operating system is using Windows XP platform. This application consists of the notes from Chapter 15: "*Daripada Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu*" from the book of "*Malaysia Kita*".

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ABSTRAK

MOBILE MALAYSIAN HISTORY NOTES USING MENTAL STORY: "Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu" adalah sebuah aplikasi pembelajaran yang boleh digunakan menggunakan telefon bimbit. Akibat kekurangan masa untuk belajar kerana menjalankan tugas, aplikasi ini telah dibangunkan bagi memudahkan pengguna untuk belajar dengan cara yang mudah bagi menghadapi "Peperiksaan Am Pelajaran Malaysia". "Peperiksaan Am Pelajaran Malaysia" adalah salah satu peperiksaan yang perlu diambil oleh semua pekerja yang bekerja di sektor kerajaan. *MOBILE MALAYSIAN HISTORY NOTES USING MENTAL STORY: "Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu* terbahagi kepada lima bahagian iaitu "Malayan Union", "Kronologi Peristiwa", "Ciri-ciri Pembentukan Persekutuan Tanah Melayu", "Struktur Pentadbiran Persekutuan Tanah Melayu" dan kuiz. Pada bahagian satu dan dua, terdapat nota-nota yang berkaitan dengan pembentukkan Persekutuan Tanah Melayu telah disampaikan melalui gambar teks dan audio mengikut jalan cerita yang sebenar. Bahagian kedua pula membolehkan pengguna mendapatkan maklumat dengan hanya *rollover* pada button yang terdapat diatas skrin. Pada bahagian terakhir, pengguna boleh mencuba soalan kuiz yang disediakan untuk menguji keberkesanan pembelajaran tersebut. Model ASSURE telah digunakan bagi membangunkan aplikasi ini dengan jayanya. Keperluan perisian termasuk Adobe Flash CS3 adalah sebagai perisian membangunkan projek ini dan Windows XP pula digunakan sebagai sistem pengoperasian. Aplikasi ini mengandungi keseluruhan nota yang terdapat dalam bab 15 : "Daripada Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu" yang diambil daripada buku "Malaysia Kita"

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LIST OF ABBREVIATION

NGO	--	Non-government
OS	--	Operating System
PDA	--	Personal Digital Assistant
ISD	--	Instructional System Design
UTeM	--	Universiti Teknikal Malaysia Melaka
PC	--	Personal Computer
PSM	--	Projek Sarjana Muda

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CHAPTER I

INTRODUCTION

1.1 Project Background

Nowadays, there are many learning methods which have been developed using multimedia content in order to provide an easy way of learning to the users. Current learning methods produced using multimedia content are interactive CDs and documentaries. However, based on historical facts, there are no mobile phone applications which have been developed. Thus, "Mobile History of Malaysia" is one of the methods which uses mobile phone as a platform to present the facts in order to aid the users in learning and understanding more about The History of Malaysia.

This project will be focusing on mental story using 2D animation for mobile in order to give guidance to the government staff by providing quizzes about history of Malaysia. The content will be taken from "*Malaysia Kita's*" book. This project can assist the users to understand more about certain topics in this book. The topics will also cover the history of Malaysia "*Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu*" which will be produced in the form of mental story. Users can easily remember the facts using 2D animation. Moreover, it will be easier for the target users to remember and understand the chapters taken from the book instead of reading manually from the book itself. To test users' understands after using this application, quizzes will be provided. Then, users can test their knowledge through the quizzes available in the mobile.

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1.2 Problem Statement

This project is being developed to help the users to gain knowledge within a short span of time. This project is suitable for anyone who is busy and has not much time to read the books. These days, majority of the society are employed including women. Refering to table below, the number of employees in this country amount to 7155.1 whereby, 4619.4 are females and 2535.7 are males. This shows that the total numbers of working women are almost half compared to man. As a conclusion, we can say that most of the members of our society are working.

Table 1.2: Crystal Report the Number of Employees Based On Occupation Status and Gender, Malaysia 2001 from Non-government (NGO), 2004

Job Status	Male	Female	Total
Employer	269.9	36.0	304.9
Employee	4619.4	2535.7	7155.1
Self-paid employees	1171.6	402.1	1573.7
Unpaid employee	152.0	349.2	501.3
Total	3212.0	3323.0	9535.0

According to Thambiah, Shanthi (2004), the National Library has carried out studies on the reading habits of Malaysians in 1996. The study discovered that the inhabitant's literacy rate advanced to 93 percent, but only 87 percent really practiced the reading habit. The study also indicates that 79 percent of Malaysians read newspapers, magazines (47 percent), books (52 percent) and comics (32 percent). Newspapers and magazines are read during leisure time, while books are read with the purpose of gaining knowledge for work and for gaining wisdom through learning. The study also found Malaysians read by average two books per year. As a conclusion, the Malaysians are not really interesting to read books.

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1.3 Objectives

The objectives of this project are:

- To apply memory improvement technique in order to assist the users in understanding and remembering the historical facts.

- To develop a mobile courseware about the history of Malaysia "*Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu*" from chapter 15 of the "*Malaysia Kita's*" book.

- To evaluate the users' understanding and memorizing power of the history's facts after using this mobile courseware.

1.4 Scope

- To develop the content by taking the information from a book entitled "*Malaysia Kita*". The content will be extracted from chapter 15 which is entitled "*Malayan Union kepada Pembentukan Persekutuan Tanah Melayu*". This chapter will be divided into five modules which comprises of a story about this chapter, "*Kronologi Peristiwa*", "*Ciri-Ciri Perlembagaan Persekutuan Tanah Melayu*", "*Struktur Pentadbiran Tanah Melayu 1948*" and quiz.

- The "*Malaysia Kita*" is a reference book for staff of the government who wish to take the government's general examination.

- The target users of this project are public sector's officers and anyone who wants to gain knowledge of The Malaysian history.

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- The technique to be applied in this project is the accelerated learning technique. The accelerated learning technique is the most advanced learning method in use today. It is also called brain-based learning. The techniques that will be applied in the project are mental story using 2D animation. It is a solution for memory improvement techniques that will help users to memorize the important notes in a topic.

- This project will use the Nokia (Symbian OS) hand phone as the testing mobile courseware learning deliverable.

- Compatible for all kind of mobile phones that support Flash Lite player by using the Action Script 2.0.

Table 1.4: Example of Nokia Mobile Phones That Support Flash Lite

Model (Nokia)	Screen Size (pixels)	Supports Action Script (version)
3230	176 x 208	1.1, 2
5200	128 x 160	1.0, 1.1, 2.0
5300	240 x 320	1.0, 1.1,2.0
6260	176 x 208	1.1, 2
6300	320 x 240	1.0,1.1, 2.0
6620	N/A	1.1, 2
6630	176 x 208	1.1, 2
6670	176 x 208	1.1, 2
6680	176 x 208	1.1, 2
6681	176 x 208	1.1, 2
6682	176 x 208	1.1, 2
7390	240 x 320	1.0 ,1.1, 2.0
7610	176 x 208	1.1, 2
N70	176 x 208	1.1, 2
N90	352 x 416	1.1, 2

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1.5 Project Significance

- Demonstrate the application or technique for representing the historical facts from the topic "*Malayan Union kepada Pembentukan Persekutuan Tanah Melayu*" of the book "*Malaysia Kita*".

- Guide the government staff by providing 2D animation about the history of Malaysia.

- Evaluate the users' understanding via quizzes which are provided in the module.

- Give the users a new dimension of learning concepts by using mental story in mobile phones.

1.6 Conclusion

As a conclusion, the project background, the problem statement, objectives, scope of the project and project significance. This mobile learning application can be considered as an alternative for future. This mobile courseware learning will provide an interactive learning to the public sector officers, who are taking '*Peperiksaan Am Kerajaan*' and anyone who wants to learn about "*Malayan Union Kepada Pembentukan Persekutuan Tanah Melayu*". It also provides the accelerated learning techniques to enhance the understanding of the user.

The following chapter will be focusing on literature review and the project methodology. All the related literatures used will be reviewed and comparisons between existing systems will be made to determine what are the suitable methods which will be used in development process. At the same time, the next chapter will also explain regarding the methodology that will be used along with the necessary hardware and software required for the successful implementation on the system.

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CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

In this chapter, the literature review focuses on the review of a collection of journals published which are relevant to this research. The methodology is one way to use the available approaches, techniques and tools in order to achieve the predetermined objectives.

The methodology consists of several phases which serve as guidelines which are needed to be achieved. Requirements such as software and hardware, for the project development are determined. Therefore the project methodology is manageable and is maintained throughout the development of the project.

2.2 Domain

This project uses mobile learning (m-learning) to deliver information for education and learning purposes. M-learning is the exciting art of using mobile technologies to enhance the learning experience. Mobile phones, PDAs, Pocket PCs and the Internet can be integrated to engage and motivate learners, any time and anywhere.

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M-learning, or "mobile learning", now commonly abbreviated to "mLearning", has different meanings for different communities. Although related to e-learning and distance education, it is distinct in its focus on learning across contexts and learning with mobile devices. One definition of mobile learning is: *Learning that happens across locations, or that takes advantage of learning opportunities offered by portable technologies*. (Tara Brabazon, 2007)

In this project, accelerated learning techniques will be applied. Accelerated Learning programmes help parents develop their pre-school children and students to get better results, and teachers and trainers to better motivate their learners using multiple intelligence techniques. Accelerated Learning methods also make learning another language easier and quicker than ever before. And they also faster competitive in advantage and a faster learning force. (Thomas L. Madden, 1998)

2.3 Existing System

According to the research, most of the learning is presented in the form of a 2D movie and will be played in television, internet or CD-Rom. Among the learning catches on television and CD-Rom are Dora the Explorer and Animated Comic "*Hang Tuah*". Nevertheless, there are also several learning materials trying to present themselves through the mobile but it not yet so widespread. For example, a mobile application is developed by UTeM's student entitled m learning: SPM's *Sejarah* "*Islam di Asia Tenggara*".

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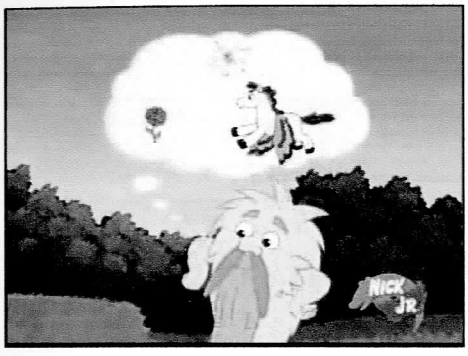
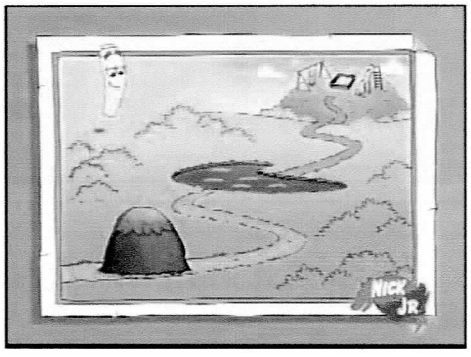
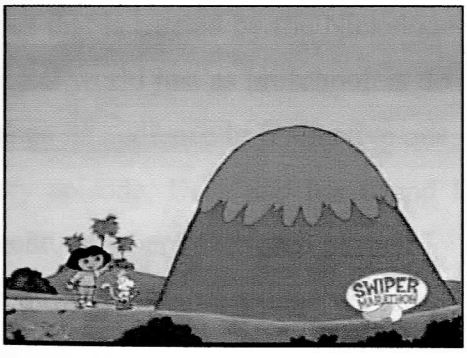
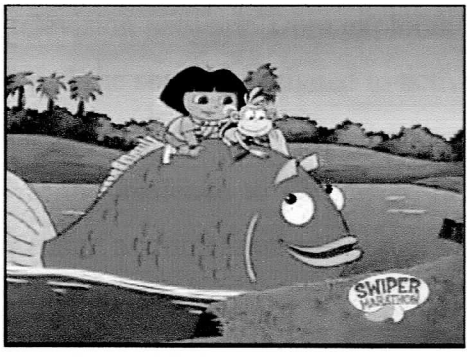
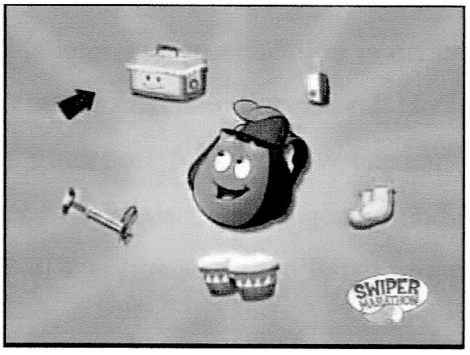
i) **Dora the Explorer**











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